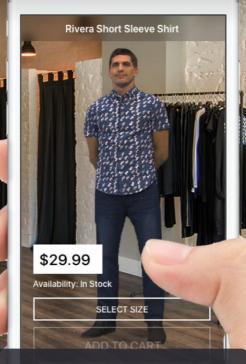


## **5G Volumetric Streaming**



# How does volumetric video work?

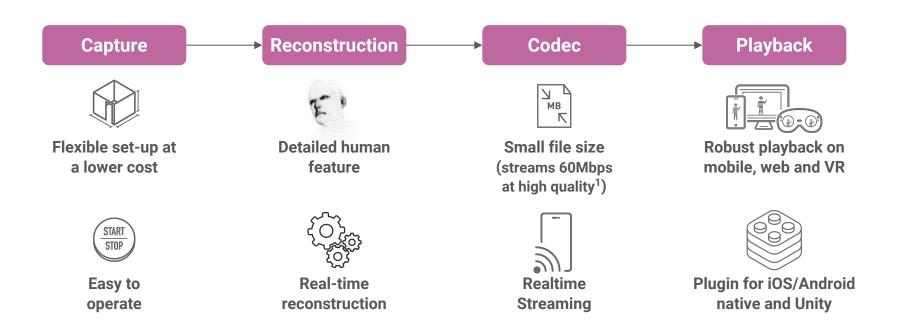
Reconstruction and Compression



Playback integration

Video capture

#### Our solution is ready for scale.



11 patents issued or pending and substantial proprietary IP



## Capture Stage

#### **Volumetric Studio Stage**



- 30 x 4k Cameras
- RGB Cameras (No IR camera)
- Capture Volume (diameter x height):
  8.2' x 7.2' (2.5m x 2.2m)
- Stage Footprint (width x depth x height):
   32' 10" x 32' 10" x 20' (10m x 10m x 6.1m)

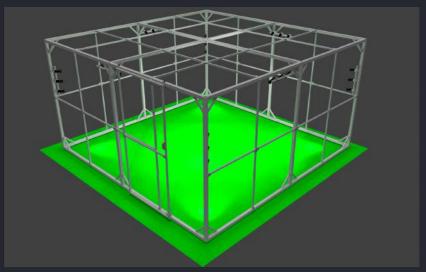






#### Portable Volumetric Stage

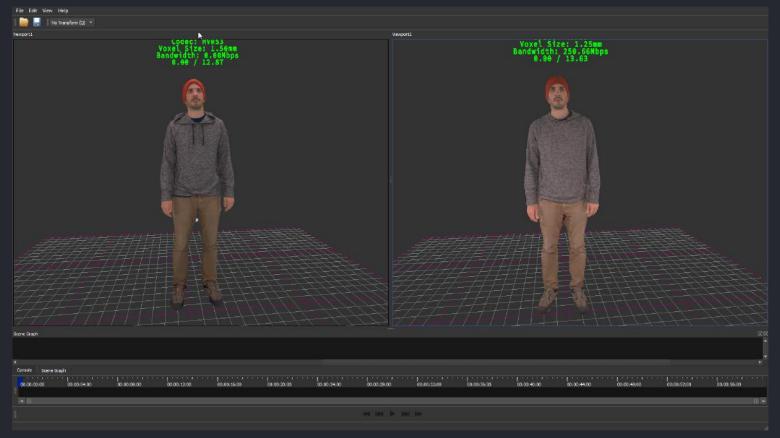




- 30 x 2K HD Cameras
- Capture Volume (diameter x height): 4.9' x 6.6' (1.5m x 2m)
- Stage Footprint (width x depth x height): 16' x 16' x 8' (4.9m x 4.9m x 2.4m)
- The stage can be fully assembled and disassembled in 3 working days (1 Day if needed)
- Support for creating one-to-many-streaming, live broadcast of a performer to multiple clients.



#### Volumetric Studio vs Portable Studio







#### **Reconstruction & Codec**

#### **Development roadmap**







#### Video capture

**Processing** 

#### **Playback integration**

2018

High end capture stage



Local render farm Recon and compression 4G

Med quality holograms HMD, mobile, web

2020

Portable small capture stage



Edge computing Recon and compression 5G High quality holograms AR + VR glasses



New hardware offerings

New service offerings

Increased service demand



#### **Bitrate, Quality and Features**

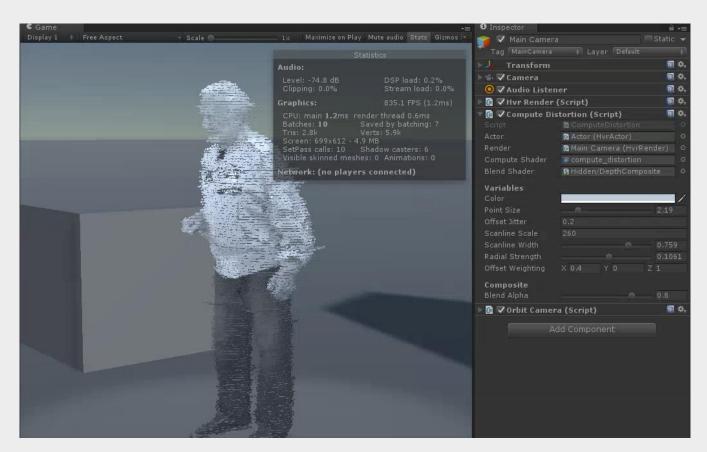
Web Quality: 300K points (2.5 mm voxel size) High Quality: 1.5M points (1.5 mm voxel size)

#### **8i Client Available Codecs**

Codec	Availability	Bitrate	Offline	Real-time	Mobile	Web	7 Second File Size
HVR53	Now	<b>20 Mbps</b> - Web Quality - 15fps <b>194 Mbps</b> - High Quality - 30fps	Yes	No	Yes	Yes	18 MB 170 MB
HVR55	Q2′ 2019	17 Mbps - Web Quality - 15fps 172 Mbps - High Quality - 30fps	Yes	Yes	Yes	Yes	16 MB 151 MB
HVR70	~ Q3′ 2019	~ 13 Mbps - Web Quality - 15 fps ~ 65 Mbps - High Quality - 30 fps	Yes	Yes	Yes	Yes	~ 12 MB ~ 57 MB



#### **Voxel-Based Approach - Point Cloud**







## **Volumetric Applications**

Since 2016, we have produced many innovative mobile and VR experiences with major media and tech brands





















































#### Buzz Aldrin Cycling Pathways to Mars with Time Inc's LIFE VR



2018 Webby and People's Voice winner

2016 - 2017 Primetime Emmy Award Finalist









Buzz Aldrin wants to be remembered for more than just "kicking up moon dust." He wants his legacy to include laying the groundwork for a permanent human settlement on Mars, and he has a plan. As NASA prepares to send the first humans to Mars, 8i and Time Inc's LIFE VR have collaborated with the celebrated astronaut and historical icon to create a one of a kind virtual reality experience. https://store.steampowered.com/app/608000/Buzz\_Aldrin\_Cycling\_Pathways\_to\_Mars/



#### Walmart x Bonobos Store No 8 Innov8 VR Experience







Walmart's innovation group Store No 8 invited 8i to enter a competition to be part of their Innov8 event (storeno8.com/innov8). We were picked from 200 entries and in addition reward to build the experience Store No 8 partnered us with Walmart owned brand Bonobos to create a VR proof-of-concept for the Bonobos retail experience where the customer is able to interact and shop with the Bonobos Guide. <a href="https://www.youtube.com/watch?v=6XNuEdIrBIs">https://www.youtube.com/watch?v=6XNuEdIrBIs</a>





#### Pike Electric Immersive training VR Experience



8i has partnered with Pike Electric to produce over 10 interactive training experiences

Experience Video: <a href="https://drive.google.com/file/d/1czXlh7A62RBNtm-oOHc7sNPw3k\_gnW7K/view?usp=sharing">https://drive.google.com/file/d/1czXlh7A62RBNtm-oOHc7sNPw3k\_gnW7K/view?usp=sharing</a>





# **5G volumetric streaming AR**LG Uplus AR



#### LG Uplus AR 5G streaming volumetric AR



LG Uplus is aggressively driving to build new AR contents and services to utilize 5G technologies.

- First demonstrate at MWC 2019
- Released Date: 1 April/2019
- Introduce 5G volumetric streaming
- K-pop music, variety performance and sports area.











# **Live Streaming**

#### **Live Streaming Breakthrough**



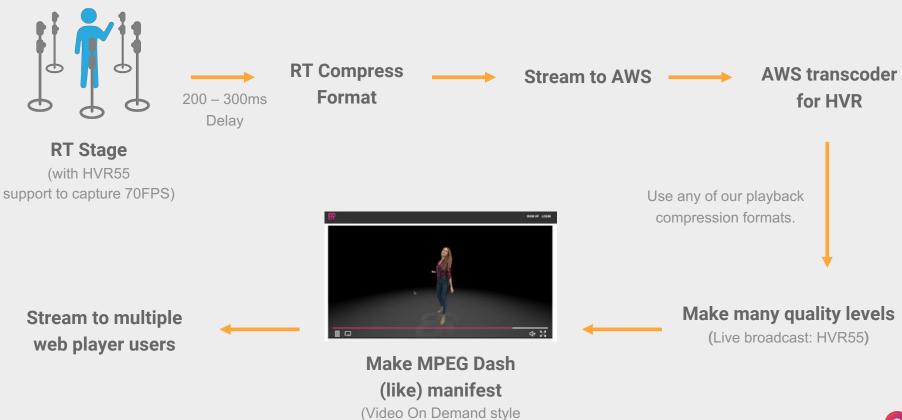
#### **Broadcast**

One way real-time communication and streaming over mobile networks





#### **Live Streaming Breakthrough**



content in 5 seconds chunks)







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